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-	682	API and (shared adj memory)	USPAT; EPO; JPO	2003/09/02 16:27
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-	39	(API and ((share or shared) adj2 memory)) and (page adj fault)	USPAT; EPO; JPO	2003/09/02 16:27
-	21	((API and ((share or shared) adj2 memory)) and (page adj fault)) and lock	USPAT; EPO; JPO	2003/09/02 16:28
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-	26	((API and ((share or shared) adj2 memory)) and (page adj fault)) and lock$3	USPAT; EPO; JPO	2003/09/02 16:28
-	23	(((API and ((share or shared) adj2 memory)) and (page adj fault)) and lock$3) and (virtual adj memory)	USPAT; EPO; JPO	2003/09/02 16:29
-	0	718/107,108,ccls. and (virtual adj memory)	USPAT; US-PGPUB; EPO; JPO	2004/05/13 15:16
-	92	718/107,108.ccls. and (virtual adj memory)	USPAT; US-PGPUB; EPO; JPO	2004/05/13 15:17
-	50	718/107,108.ccls. and (virtual adj memory) and resum$3	USPAT; US-PGPUB; EPO; JPO	2004/05/13 15:17
-	39	(718/107,108.ccls. and (virtual adj memory) and resum$3) and interrupt	USPAT; US-PGPUB; EPO; JPO	2004/05/13 15:18
-	19	((718/107,108.ccls. and (virtual adj memory) and resum$3) and interrupt) and (load$3 near8 memory)	USPAT; US-PGPUB; EPO; JPO	2004/05/13 15:19
-	31	712/228.ccls. and (virtual adj memory)	USPAT; US-PGPUB; EPO; JPO	2004/05/13 15:28
-	109	711/6.ccls.	USPAT; US-PGPUB; EPO; JPO	2004/05/13 15:28
-	438	712/228.ccls.	USPAT; US-PGPUB; EPO; JPO	2004/05/13 15:28
-	718	719/328,324.ccls.	USPAT; US-PGPUB; EPO; JPO	2004/05/13 15:29
-	1262	711/6.ccls. or 712/228.ccls. or 719/328,324.ccls.	USPAT; US-PGPUB; EPO; JPO	2004/05/13 15:29
-	9	(711/6.ccls. or 712/228.ccls. or 719/328,324.ccls.) and ((virtual adj memory) same resum$3)	USPAT; US-PGPUB; EPO; JPO	2004/05/13 15:29
-	10	(711/6.ccls. or 712/228.ccls. or 719/328,324.ccls.) and ((virtual adj memory) same (resum$3 or restart$3))	USPAT; US-PGPUB; EPO; JPO	2004/05/13 15:29
-	12	(("5394537") or ("5499354") or ("5727178") or ("5606685") or ("5611064") or ("5572694") or ("5386536") or ("4688167") or ("4967353") or ("5125086") or ("6078942") or ("5630097")).PN.	USPAT	2004/05/23 15:34
-	12	"713176"	USPAT	2004/05/23 15:36
-	13	"713176"	USPAT; EPO	2004/05/23 15:36
-	2	719/328,324.ccls. and virtual adj memory near8 interrupt	USPAT; US-PGPUB; EPO; JPO	2004/05/23 15:37
-	10	711/6,202,159,129,117,209,228,165,160.ccls. and virtual adj memory near8 interrupt	USPAT; US-PGPUB; EPO; JPO	2004/05/23 15:38
-	0	318/148.ccls. and virtual adj memory near8 interrupt	USPAT; US-PGPUB; EPO; JPO	2004/05/23 15:38

-	0	717/148.ccls. and virtual adj memory near8 interrupt	USPAT; US-PGPUB; EPO; JPO	2004/05/23 15:38
-	29	717/148.ccls. and virtual adj memory	USPAT; US-PGPUB; EPO; JPO	2004/05/23 15:39
-	92	718/107,108.ccls. and virtual adj memory	USPAT; US-PGPUB; EPO; JPO	2004/05/23 15:39
-	10	718/107,108.ccls. and virtual adj memory same interrupt	USPAT; US-PGPUB; EPO; JPO	2004/05/23 15:39

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[PPT] Solaris Virtual **Memory** Vinay Hangud Scott Tanaka Praveen Thagavelu ...
File Format: Microsoft Powerpoint 97 - View as HTML
... System calls. mmap, malloc, fork, exceve, vfork, exit, ... Implicit Interface. **interrupt**. 11/26/01 4pm. **Vitual Memory**. 20. VM Explicit Flow of Control. malloc(). sbrk. ...
webpages.csus.edu/~sac40354/present.ppt - Similar pages

terms2
... VAR, Value Added Reseller. VBL, Vertical Blanking **Interrupt**. VBX, Visual Basic Control. ... VME, **Vitual** Machine Environment. VMS, **Vitual Memory** System (DEC). VRAM, Video Ram. ...
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... compare and contrast polled, **interrupt**-driven and DMA-based access to I ... caveat regarding operating systems texts; many details of **vitual memory** management and ...
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Processor Exeptions
... 14 (0Eh): Page Fault The page fault **interrupt** allows the operating system to implement **vitual memory** on a demand-paged basis. An ...
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... chapters also instruct you on how to access hardware ports and **interrupt** processing (a ... of the book should have spent some more pages for **vitual memory** and multi ...
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CS 201 Syllabus by Week
... Structures: Computer system architecture; Bootstrap programs; Interrupts and **interrupt** handling; ... Virtual **memory**: Pros and cons of **vitual memory** Daynamic paging. ...
www.cs.uvm.edu/~xwu/cs201/Syllabus.shtml - 20k - Cached - Similar pages

Novell Documentation: Storage Architecture Components (incl. Media ...
... Address length of the second **memory** mapped IO ... Interrupt1 Second **interrupt** registered for the adapter. ... LinearMemory0 **Vitual** address associated with memoryDecode0 ...
developer.novell.com/ndk/doc/storarch/ mm4__enu/data/a27ol0d.html - 8k - Cached - Similar pages

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... Timer **interrupt** set the flag 'need to reschedule ... el data puede crecer (malloc -> brk()) **memory** mapped files ... el **vitual** address space se separa en regiones -> la ...
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[PPT] Solaris Virtual **Memory** Vinay Hangud Scott Tanaka Praveen Thagavelu ...
File Format: Microsoft Powerpoint 97 - View as HTML
... 8. Superficial view of VM(abstract view of previous diagram). System **Call**. Networking. Scheduler. ... Implicit Interface. **interrupt**. 11/26/01 4pm. **Vitual Memory**. 20. ...
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terms2
... RPC, Remote Procedure **Call**. RTF, Rich Text Format. ... VBL, Vertical Blanking **Interrupt**. VBX, Visual Basic Control. ... VMS, **Vitual Memory** System (DEC). VRAM, Video Ram. ...
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... I32DIO has plug and play component, the card can requests **memory** usage (I/O ... Note: It has to be under pure DOS, not **vitual** DOS in ... Event **Interrupt**() As mentioned ...
www.evoc.com/Download/download/EvocPCI/PCI-I32DIO.PDF - Similar pages

ddi-drivers Frequently-asked Questions 1.10 93/07/13 SMI ...
... 2 the SBus is also the **memory** bus, and ... buffer that doesn't allow for **interrupt** and ddi_dma_movwin ... There are other functions that allocate **vitual** address space ...
www.fnal.gov/docs/Sun/ddi-faq - 36k - Cached - Similar pages

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... Time Fourier Transformation STI SeT **Interrupt** [flag] (assembler ... ATM, PVC) SVC Switched **Vitual Call** / Circuit (IBM ... Java) SVMT System Virtual **Memory** Table (BS2000 ...
www.fifi.org/cgi-bin/info2www?(vera)S - 49k - Cached - Similar pages

VERA -- Virtual Entity of Relevant Acronyms - S
... DP 10303, CAD) STI SeT **Interrupt** [flag] (assembler ... Connection (ATM, PVC) SVC Switched **Vitual Call** / Circuit (IBM ... Program SVMT System Virtual **Memory** Table (BS2000 ...
cclib.nsu.ru/projects/gnudocs/ gnudocs/vera/vera_20.html - 41k - Cached - Similar pages

EDV-Abkürzung, IT-Akronym: Lexikon und Glossar - Index S
... slang, Usenet, IRC) STI = SeT **Interrupt** [flag] (assembler ... ATM, PVC) SVC = Switched **Vitual Call** / Circuit (IBM ... AI, KI) SVMT = System Virtual **Memory** Table (BS2000 ...
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Summary of changes from v2.5.35 to v2.5.36 ...
... when testing and observing the **vitual memory** system ... for vfree/vunmap being called in **interrupt** context (because ... by the addition of a **call** to wait_task_inactive ...
www.kernel.org/pub/linux/kernel/v2.5/ChangeLog-2.5.36 - 24k - Cached - Similar pages

win2000
... The **Vitual** address space is demand paged, with ... allocates hardware resources, such

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as **interrupt** levels, locates ... appropriate drivers, and loads them into **memory**. ...
www.cs.umn.edu/~velagale/win2000.html - 29k - Supplemental Result - Cached - Similar pages

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1 Accelerating shared virtual memory via general-purpose network interface support
Angelos Bilas, Dongming Jiang, Jaswinder Pal Singh
February 2001 **ACM Transactions on Computer Systems (TOCS)**, Volume 19 Issue 1
Full text available: pdf(178.88 KB) Additional Information: full citation, abstract, references, index terms, review

Clusters of symmetric multiprocessors (SMPs) are important platforms for high-performance computing. With the success of hardware cache-coherent distributed shared memory (DSM), a lot of effort has also been made to support the coherent shared-address-space programming model in software on clusters. Much research has been done in fast communication on clusters and in protocols for supporting software shared memory across them. However, the performance of software virtual memory (SVM) is sti ...

Keywords: applications, clusters, shared virtual memory, system area networks

2 Utilizing virtual shared memory in a topology independent, multicomputer environment
C. Maples
May 1990 **Proceedings of the second annual ACM symposium on Parallel algorithms and architectures**
Full text available: pdf(1.35 MB) Additional Information: full citation, references, citings, index terms

3 A virtual memory for microprocessors
Judith A. Anderson, G. J. Lipovski
December 1974 **ACM SIGARCH Computer Architecture News , Proceedings of the 2nd annual symposium on Computer architecture**, Volume 3 Issue 4
Full text available: pdf(514.51 KB) Additional Information: full citation, abstract, references, citings

A virtual memory system for microprocessors is described. The system is designed to be extensible, to minimize software and execution overhead and to minimize operating system requirements. Specific application of the virtual memory system with the INTEL 8080 microprocessor is given, describing the necessary software constraints and operating system requirements.

4 The effects of communication parameters on end performance of shared virtual memory clusters
Angelos Bilas, Jaswinder Pal Singh
November 1997 **Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM)**

Full text available: pdf(201.86 KB) Additional Information: full citation, abstract, references, citings

Recently there has been a lot of effort in providing cost-effective Shared Memory systems by employing software only solutions on clusters of high-end workstations coupled with high-bandwidth, low-latency commodity networks. Much of the work so far has focused on improving protocols, and there has been some work on restructuring applications to perform better on SVM systems. The result of this progress has been the promise for good performance on a range of applications at least in the 16-32 pro ...

Keywords: bandwidth, clustering, communication parameters, distributed memory, host overhead, interrupt cost, latency, network occupancy, shared memory

5 A look at several memory management units, TLB-refill mechanisms, and page table organizations

Bruce L. Jacob, Trevor N. Mudge

October 1998 **Proceedings of the eighth international conference on Architectural support for programming languages and operating systems**, Volume 32 , 33 Issue 5 , 11

Full text available: pdf(1.90 MB) Additional Information: full citation, abstract, references, citings, index terms

Virtual memory is a staple in modem systems, though there is little agreement on how its functionality is to be implemented on either the hardware or software side of the interface. The myriad of design choices and incompatible hardware mechanisms suggests potential performance problems, especially since increasing numbers of systems (even embedded systems) are using memory management. A comparative study of the implementation choices in virtual memory should therefore aid system-level designers ...

6 Virtual memories for mini-computers

Timothy D. Chase, Robert M. Glorioso

August 1972 **Proceedings of the ACM annual conference - Volume 1**

Full text available: pdf(593.44 KB) Additional information: full citation, abstract, references, index terms

This paper is concerned with the application and implementation of virtual memory systems on mini-computers. The system constraints and their effect on the design parameters are discussed in detail and a general design philosophy is developed. A specific implementation, both software and hardware, of a virtual memory system on a PDP-11/20 is described. The final system makes a machine with 8K of core and a small disk appear to the user as an off-the-shelf 32K computer with the ca ...

Keywords: Hardware, Memory management, Mini-computers, Paging, Virtual memory

7 Using network interface support to avoid asynchronous protocol processing in shared virtual memory systems

Angelos Bilas, Cheng Liao, Jaswinder Pal Singh

May 1999 **ACM SIGARCH Computer Architecture News , Proceedings of the 26th annual international symposium on Computer architecture**, Volume 27 Issue 2

Full text available: pdf(440.73 KB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

The performance of page-based software shared virtual memory (SVM) is still far from that achieved on hardware-coherent distributed shared memory (DSM) systems. The interrupt cost for asynchronous protocol processing has been found to be a key source of performance loss and complexity.This paper shows that by providing simple and general support for asynchronous message handling in a commodity network interface (NI), and by altering SVM protocols appropriately, protocol activity can be decoupled ...

8 Hardware support for program debuggers in a paged virtual memory

David Abramson, John Rosenberg
June 1983 **ACM SIGARCH Computer Architecture News**, Volume 11 Issue 2
Full text available: pdf(1.04 MB) Additional Information: full citation, references

9 Application-level virtual memory management in real-time multiprocessor systems
Felicia Ionescu
March 2000 **Proceedings of the 2000 ACM symposium on Applied computing**
Full text available: pdf(432.64 KB) Additional Information: full citation, references, index terms

Keywords: real-time multiprocessor systems, shared-memory interprocess communication, virtual memory management, virtual scenes

10 A virtual machine emulator for performance evaluation
M. D. Canon, D. H. Fritz, J. H. Howard, T. D. Howell, M. F. Mitoma, J. Rodriquez-Rosell
February 1980 **Communications of the ACM**, Volume 23 Issue 2
Full text available: pdf(865.59 KB) Additional Information: full citation, references, citings

Keywords: computer system simulation, performance evaluation, virtual machines

11 Virtual memory on a narrow machine for an object-oriented language
Ted Kaehler
June 1986 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 21 Issue 11
Full text available: pdf(1.66 MB) Additional Information: full citation, abstract, references, citings, index terms

LOOM (Large Object-Oriented Memory) is a virtual memory implemented in software that supports the Smalltalk-80(™) programming language and environment on the Xerox Dorado computer. LOOM provides 8 billion bytes of secondary memory address space and is specifically designed to run on computers with a narrow word size (16-bit wide words). All storage is viewed as objects that contain fields. Objects may have an average size as small as 10 fields. LOOM swaps objects between primary and s ...

12 Virtual machines: Scale and performance in the Denali isolation kernel
Andrew Whitaker, Marianne Shaw, Steven D. Gribble
December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI
Full text available: pdf(1.91 MB) Additional Information: full citation, abstract, references, citings

This paper describes the Denali isolation kernel, an operating system architecture that safely multiplexes a large number of untrusted Internet services on shared hardware. Denali's goal is to allow new Internet services to be "pushed" into third party infrastructure, relieving Internet service authors from the burden of acquiring and maintaining physical infrastructure. Our isolation kernel exposes a virtual machine abstraction, but unlike conventional virtual machine monitors, Denali does not ...

13 Formal properties of recursive Virtual Machine architectures.
Gerald Belpaire, Nai-Ting Hsu
November 1975 **Proceedings of the fifth ACM symposium on Operating systems principles**
Full text available: pdf(744.44 KB) Additional Information: full citation, abstract, references, index terms

A formal model of hardware/software architectures is developed and applied to Virtual Machine Systems. Results are derived on the sufficient conditions that a machine architecture must verify in order to support VM systems. The model deals explicitly with resource mappings (protection) and with I/O devices. Some already published results are retrieved and other ones, more general, are obtained.

Keywords: Architecture, Formal requirements, Operating systems, Virtual machine, Virtual machine monitor

14 A High-performance, memory-based interconnection system for multicomputer environments

Creve Maples

November 1990 **Proceedings of the 1990 ACM/IEEE conference on Supercomputing**

Full text available: pdf(1.70 MB) Additional Information: full citation, abstract, references

The objective of this paper is to outline the design and operation of a very high-performance, memory-mapped interconnection system, called Merlin. The design can be effectively utilized to interconnect processors in a wide variety on environments, ranging from closely-coupled, dedicated systems to distributed workstations. The system provides a uniform approach to parallel programming which is independent of interconnection topology, processing elements, and languages. By using dynamically mapp ...

15 Virtual memory and backing storage management in multiprocessor operating systems using object-oriented design techniques

V. F. Russo, R. H. Campbell

September 1989 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 24 Issue 10

Full text available: pdf(1.19 MB) Additional Information: full citation, abstract, references, citings, index terms

The Choices operating system architecture [3, 4, 15] uses class hierarchies and object-oriented programming to facilitate the construction of customized operating systems for shared memory and networked multiprocessors. The software is being used in the Tapestry Parallel Computing Laboratory at the University of Illinois to study the performance of algorithms, mechanisms, and policies for parallel systems. This paper describes the architectural design and class hierarchy of ...

16 Implementation of precise interrupts in pipelined processors

James E. Smith, Andrew R. Pleszkun

June 1985 **ACM SIGARCH Computer Architecture News , Proceedings of the 12th annual international symposium on Computer architecture**, Volume 13 Issue 3

Full text available: pdf(693.17 KB) Additional Information: full citation, citings, index terms

17 On virtual memories and micronetworks

G. Jack Lipovski

March 1977 **ACM SIGARCH Computer Architecture News , Proceedings of the 4th annual symposium on Computer architecture**, Volume 5 Issue 7

Full text available: pdf(891.29 KB) Additional Information: full citation, abstract, references, index terms

We propose to use the microcomputer in a network to share I/O resources such as printers and archival memories. A model of a network is developed where computers correspond to edges of a graph. This model reflects the desired characteristics of the microcomputer organization. The advantage of virtual memory in these microcomputers is discussed. Herein, pages in the virtual memory are packets in the network. Packets and requests for packets are generated by page faults and packets are stored ...

18 Monitoring shared virtual memory performance on a Myrinet-based PC cluster
Cheng Liao, Dongming Jiang, Liviu Iftode, Margaret Martonosi, Douglas W. Clark
July 1998 **Proceedings of the 12th international conference on Supercomputing**
Full text available: pdf(1.35 MB) Additional Information: full citation, references, citings, index terms

19 Implementation of precise interrupts in pipelined processors
James E. Smith, Andrew R. Pleszkun
August 1998 **25 years of the international symposia on Computer architecture (selected papers)**
Full text available: pdf(1.07 MB) Additional Information: full citation, references, index terms

20 An efficient virtual machine implementation
Ronald J. Srodawa, Lee A. Bates
March 1973 **Proceedings of the workshop on virtual computer systems**
Full text available: pdf(1.01 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes the techniques used to implement an efficient virtual machine facility within MTS for the IBM System/360 Model 67. The goals of the project were to support the IBM Operating System, including the Indexed Sequential Access Method and Teleprocessing capabilities, as a subsystem under MTS with a maximum teleprocessing degradation of 30% for OS/360 programs and complete protection between OS/360 and MTS. The first attempt, using channel program relocation similar to that em ...

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1 **Using network interface support to avoid asynchronous protocol processing in shared virtual memory systems**
Bilas, A.; Cheng Liao; Singh, J.P.;
Computer Architecture, 1999. Proceedings of the 26th International Symposium on , 2-4 May 1999
Pages:282 - 293

[Abstract] [PDF Full-Text (336 KB)] **IEEE CNF**

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2 **Test floor verification of multiprocessor hardware**
Saha, A.; Lin, J.; Lockett, C.; Malik, N.; Shamsi, U.;
Computers and Communications, 1996., Conference Proceedings of the 1996 IEEE Fifteenth Annual International Phoenix Conference on , 27-29 March 1996
Pages:373 - 377

[Abstract] [PDF Full-Text (476 KB)] **IEEE CNF**

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3 **Scalability port: a coherent interface for shared memory multiprocessors**
Azimi, M.; Briggs, F.; Cekleov, M.; Khare, M.; Kumar, A.; Looi, L.P.;
High Performance Interconnects, 2002. Proceedings. 10th Symposium on , 21-23 Aug. 2002
Pages:65 - 70

[Abstract] [PDF Full-Text (279 KB)] **IEEE CNF**

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4 **An applicability evaluation of the Mips R3000 and Intel 80960MC processors for real-time embedded systems**
Kurtz, J.J.; Thibeault, J.E.; Brauckmann, W.J.;
Aerospace and Electronics Conference, 1990. NAECON 1990., Proceedings of the IEEE 1990 National , 21-25 May 1990
Pages:140 - 147 vol.1

[Abstract] [PDF Full-Text (708 KB)] **IEEE CNF**

5 **An enhanced video driver for the IBM personal computer**
Imam, I.N.; Nguyen, D.T.;
Southeastcon '89. Proceedings. 'Energy and Information Technologies in the Southeast'., IEEE , 9-12 April 1989
Pages:1227 - 1231 vol.3

[Abstract] [PDF Full-Text (312 KB)] IEEE CNF

6 **The checkpoint mechanism in KeyKOS**
Landau, C.R.;
Object Orientation in Operating Systems, 1992., Proceedings of the Second International Workshop on , 24-25 Sept. 1992
Pages:86 - 91

[Abstract] [PDF Full-Text (516 KB)] IEEE CNF

7 **Choosing the right software for data acquisition**
House, R.;
Spectrum, IEEE , Volume: 32 , Issue: 5 , May 1995
Pages:24 - 26, 28-32, 34-9

[Abstract] [PDF Full-Text (1768 KB)] IEEE JNL

8 **Implementing precise interrupts in pipelined processors**
Smith, J.E.; Pleszkun, A.R.;
Computers, IEEE Transactions on , Volume: 37 , Issue: 5 , May 1988
Pages:562 - 573

[Abstract] [PDF Full-Text (1216 KB)] IEEE JNL

9 **Lock improvement technique for release consistency in distributed shared memory systems**
Fu, S.S.; Nian-Feng Tzeng;
Frontiers of Massively Parallel Computing, 1996. Proceedings 'Frontiers '96'., Sixth Symposium on the , 27-31 Oct. 1996
Pages:255 - 262

[Abstract] [PDF Full-Text (808 KB)] IEEE CNF

10 **Real-time software development system RT_{IPLUS}**
Iga, N.; Ohashi, N.; Nakamoto, Y.; Monden, H.;
TRON Project International Symposium, 1995., Proceedings of the 12th , 28 Nov.-2 Dec. 1995
Pages:24 - 33

[Abstract] [PDF Full-Text (708 KB)] IEEE CNF

11 **A sliding memory array processor for low level vision**
Sunwoo, M.H.; Aggarwal, J.K.;
Pattern Recognition, 1990. Proceedings., 10th International Conference on , Volume: ii , 16-21 June 1990
Pages:312 - 317 vol.2

[Abstract] [PDF Full-Text (504 KB)] IEEE CNF

12 **An interface providing portability for operating system kernels: the BIGSAM ideal machine**

Millard, B.R.; Miller, D.S.; Barrett, T.J.;

Computers and Communications, 1988. Conference Proceedings., Seventh Annual International Phoenix Conference on , 16-18 March 1988

Pages:234 - 239

[Abstract] [PDF Full-Text (632 KB)] **IEEE CNF**

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